



# SPIDER-MAN

Dreamcast™



NEVERSOFT



MARVEL



T-13008N

MARVEL

NEVERSOFT



ACTIVISION

activision.com

Activision Publishing, Inc. P.O. Box 67113, Los Angeles, CA 90067.  
MARVEL and SPIDER-MAN: TM & © 2001 Marvel Characters, Inc. All rights reserved. Activision is a registered trademark of Activision, Inc. © 2001 Activision Publishing, Inc. Developed by Treyarch. All rights reserved. All other trademarks and trade names are the properties of their respective owners.  
Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are other registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA.  
WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,374; 5,525,770; 5,627,895; 5,688,173; 4,442,405; 4,454,594; 4,462,076; Rio. 35,839; Japanese Patent No.2870630. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association.  
Sega of America Dreamcast, Inc. P.O. Box 7630, San Francisco, CA 94120.

SEGA

ACTIVISION

80155.221.US

## WARNINGS: Read Before Using Your Sega Dreamcast Video Game System

### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast. In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

### SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

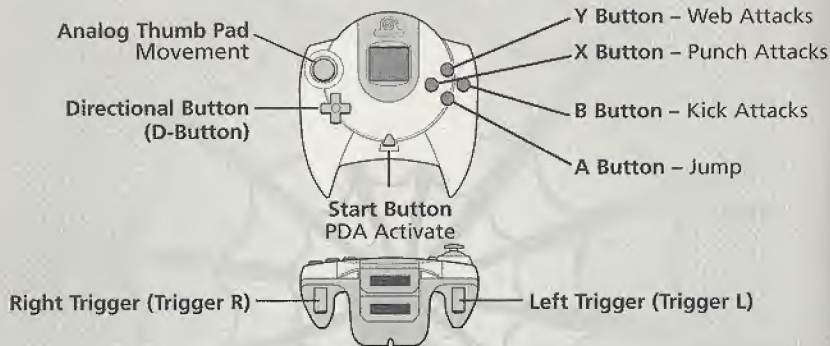
## CONTENTS

Game Controls .....	2
Spider-Man's Moves .....	4
Introduction .....	6
Main Menu .....	6
Difficulty Levels .....	8
Understanding the In-Game Display .....	9
Power-Ups and Icons .....	10
Training .....	12
Records .....	14
Special .....	14
Gallery .....	15
The Story Thus Far... ..	18
Our Hero .....	19
Gameplay Tips .....	21
Credits .....	23
Customer Support .....	26
Software License Agreement .....	27

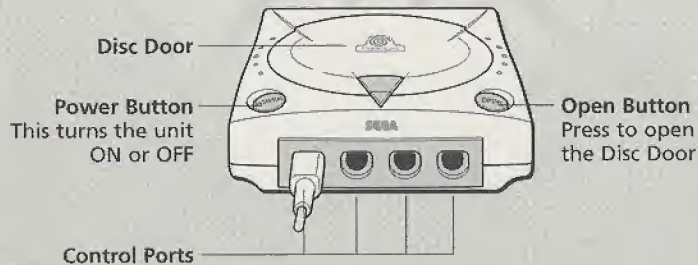


# GAME CONTROLS

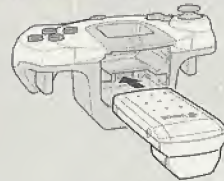
## SEGA DREAMCAST CONTROLLER



## SEGA DREAMCAST HARDWARE UNIT



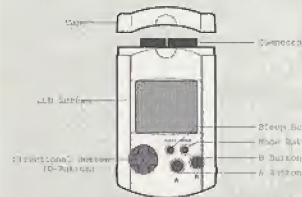
## SEGA DREAMCAST JUMP PACK



Spider-Man is a 1-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start buttons. This will cause the Sega Dreamcast to soft-reset the software.

## SEGA DREAMCAST VMU



Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power On. Doing so may disrupt the controller initialization procedure and result in a malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again, making sure not to touch the controller.

Spider-Man supports the Jump Pack vibration peripheral. When inserted into the Expansion Slot of a Sega Dreamcast controller or other compatible peripheral equipment, the Jump Pack provides a vibration effect that enhances the game play experience.

When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit game operation.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

## SPIDER-MAN'S MOVES

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Jump	jump	A
Punch	press once to punch enemies or multiple times for combos	X
Kick	press once to kick enemies or multiple times for combos	B
Web Trap	trap opponents or activate switches	Y
Jumping Punch	perform jump move then punch when close to an enemy	A then X
Jumping Kick	perform jump move then kick when close to an enemy	A then B
Grab	grab opponents from behind	X + Y or Y + B
Grab and Punch	perform grab move then punch move	X + Y or Y + B then X
Grab and Kick	perform grab move then kick move	X + Y or Y + B then B

PLAYER CONTROLS	DESCRIPTION	BUTTONS
Web Spikes	creates spiked gloves made of webbing	Y + ←
Web Dome	creates shield dome made of webbing	Y + →
Break Web Dome	break web dome and attack enemies	Y + → then X or B
Impact Webbing	shoot a ball of webbing	Y + ↑
Web Yank	trap enemies in webbing and pull them	Y + ↓
Web Yank Left	pull enemies left	Y + ↓ + ←
Web Yank Right	pull enemies right	Y + ↓ + →
Zip-Line	shoot web and zip from wall to wall	Left Trigger + A
Web Swing Forward	shoot web and swing	Right Trigger
Web Target Mode	hold down to target and tap to recenter camera	Left Trigger
Pause	pause game and access Options menu	Start

# INTRODUCTION

## BEFORE YOU PLAY

*Spider-Man* requires a VMU to save your games. Saved game data takes up seven VMU blocks. You can obtain a VMU through the retailer where you purchased your Dreamcast game console or this game.

## MAIN MENU

Choose from the following options to begin playing *Spider-Man*.

### NEW GAME

Choose this option to start a new game.

### CONTINUE

Choose this option to continue from the level you last completed.

### VMU OPTIONS

Choose this to load/save your games. Make sure there are seven free blocks on your VMU before beginning play.



Press the appropriate buttons to select the following options:

- Load Game Data: To load a saved game from the VMU in the controller in Control Port A.
- Save Game Data: To save a current game to the VMU in the controller in Control Port A. You will be required to name your saved game. Use the **Directional Buttons** to highlight the letters on the screen. To select a letter, press the A Button once a letter is highlighted. When you are ready to save, highlight Finish and press the A Button.
- VMU Beep: Use the **Directional Buttons left/right** to toggle this option on and off.

Press the A Button to select or the B Button to go back from the VMU screen.

When you load or save you will have to specify the file to load or save. Press the **Directional Buttons up/down** to choose a slot and then press the A Button to accept.

## OPTIONS

Use this screen to modify several game options. Use the **Directional Buttons up/down** and the A Button to accept. Press the B Button to return to the Main Menu.



*Controller Configuration*: Choose this option to select a controller configuration for the game. Use the **Directional Buttons up/down** to select from the options. Press the A Button to select a configuration or the B Button to cancel and go back to the Options screen.

**Music and Sound:** This screen allows you to change the volume of Music and Sound Effects, Voices, and Movies in the game. Move the **Directional Buttons up/down** to toggle between Music and Sound Effects, Voices, and Movie levels. Move the **Directional Buttons left/right** to raise and lower the volume of each selection and toggle the audio output between stereo and mono. To return to the game's original levels, select **Initial Settings** and press the A Button.

## DIFFICULTY LEVELS

There are four different levels of gameplay to be found in *Spider-Man*. The three traditional skill levels are:

**Easy:** Novice game players should choose this difficulty level. More clues are present to solve puzzles. Enemies take less damage to subdue, and Spider-Man can absorb much more punishment than on Normal and Hard difficulty levels.

**Normal:** A step above Easy, this difficulty level will present the average game player with more of a challenge.

**Hard:** For extreme Spidey-players only! Even the seasoned Spider-Man veteran will find this mode more than challenging!

A special difficulty mode has been implemented to please young gamers.

**Kid Mode:** For children who want to explore the various levels of Spider-Man, Kid Mode allows them to do so with the controller configured for young hands and the gameplay customized to allow easy passage through each level.

## UNDERSTANDING THE IN-GAME DISPLAY



The Heads-Up Display, or HUD, for *Spider-Man* is fairly simple. Spider-Man's health, and that of his allies and enemies, is represented by a horizontal bar that runs across the top of the screen. For webbing, the vertical bar registers how much web fluid is left in the web cartridge that Spider-Man is currently using. The number just to the

right of this bar tells you the total number of web cartridges Spider-Man is carrying.

In the lower right hand corner is the Spider-Compass. Occasionally the Spider-Compass will appear in order to show you the direction you should be heading through the city, with up corresponding to "Forward" and down corresponding to "Back."

## POWER-UPS AND ICONS

Within the game there will be a number of power-ups to aid Spider-Man in his mission. Each power-up has a different function, listed below. To obtain a power-up, run, crawl, or use your zip-line to make contact with it. If Spider-Man has reached his holding capacity for a certain item, the power-up will become transparent when you make contact with it. Here are some of the power-ups to be found in the game:



**Web-Cartridges (Blue):** Each web attack Spider-Man does (see Spider-Man's Moves section) will remove a portion of your overall webbing. Before you run out of webbing you'll need to pick up a new web cartridge. Web cartridges allow Spider-Man to execute his web attacks. Under normal conditions Spider-Man can carry up to ten web cartridges at any time.



**Health (Red and White):** Health cartridges serve to restore a portion of Spider-Man's health throughout the game. Be careful however, you'll never know just how much a particular health cartridge will restore you. Play wisely to conserve your health.



**Armor (Gold):** This rare power-up will change the costume and properties of Spider-Man for a brief time in the game. When you collect this power-up, Spider-Man's suit will change to its armored configuration. The Spidey-Armor has its own health bar, so it will take damage and leave Spider-Man unharmed. However, normal health cartridges will not work on Spidey-Armor, so be careful. Once its meter runs out, Spidey-Armor disappears and Spider-Man returns to normal. Also, Spidey-Armor increases the amount of damage Spider-Man does to his opponents while reducing the amount of damage an enemy can do to him.



**Helper Icons:** These icons will appear as an aid for less experienced players. The icons will inform you of anything from how to use your web to hints on how to solve some of the puzzles found in the game. To activate the helper icon, simply walk through it.

*Note:* Some helper icons will seem to disappear without being activated. This only means that you have already performed the task it was intended to teach you.

## TRAINING

Need to fine-tune your superhero skills? The training mode offers the opportunity to test out your crime-fighting skills in a number of different training environments.

### TIME ATTACK

Instant action combat for either 60 or 120 seconds. Hone your fighting skills by eliminating as many villains as you can within the selected amount of time. You will also select the villain you will fight against. Use the **Directional Buttons up/down** to select both the time limit and type of enemy. Press the **A Button** to confirm your selection.

### SURVIVAL MODE

Survival mode is the ultimate test. No time limit, just an endless amount of foes to battle against. Once Spider-Man's health bar runs out, the fight is finished!

In Survival Mode there is also the opportunity to select the type of villain you will fight against. Use the **Directional Buttons up/down** to highlight both the time limit and type of enemy. Press the **A Button** to confirm your selection.

### SPEED TRAINING

Web-swinging is as important to Spider-Man as walking. Speed Training mode allows you to practice your web swinging through different parts of the city. The better you become at web swinging, the lower your time will be.

## TARGET PRACTICE

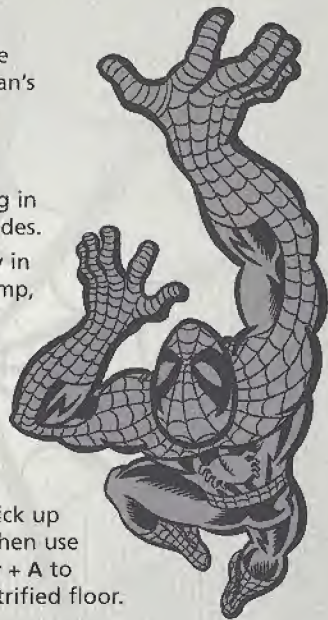
Learn to determine friend from foe while sharpening your reflexes using Spider-Man's web-attacks.

### ITEM COLLECTION

Test maneuverability, reflexes, and timing in either Item Hunt or Zip-Line Training modes.

**Item Hunt:** Practice your maneuverability in the labyrinthine Item Hunt area. Run, jump, crawl, and web-swing in order to collect all of the gold Spider-Medallions as quickly as possible in order to get the best time.

**Zip-Line Training:** For the more daring game player. Test out your timing and accuracy in this mode. Descend from the ceiling by pressing the **Jump** button to pick up as many Spider-Medallions as possible. Then use Zip-Line webbing by pressing **Left Trigger + A** to return without touching the deadly electrified floor. More medallions mean a higher score.





## RECORDS

Only those who really know what it means to be a superhero make it into the Records. Use the **Directional Buttons up/down** to highlight a specific set of records. Press the **A Button** to confirm the selection. To exit, press the **B Button**.

## SPECIAL

### COSTUMES

Spider-Man hasn't always worn the familiar red and blues that most people know. Over the years of being a superhero there have been times when a different suit was necessary to overcome certain challenges. In the game, some suits are better adapted than others to the many challenges that Spider-Man must face. Locate these costumes and use their special abilities to more easily overcome Spider-Man's adversaries.



### VIEW CREDITS

See a list of all the people responsible for bringing *Spider-Man* to life. Select **View Credits** and press the **A Button** to confirm. The **B Button** can be pressed at any time to exit.

### Spider-Man® for Sega Dreamcast™

Please take a few moments to tell us about yourself. Return this card completely enter you in our monthly drawing for a **FREE autographed Tony Hawk professional**

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone \_\_\_\_\_ E-Mail Address \_\_\_\_\_

Birth Date \_\_\_\_ / \_\_\_\_ / \_\_\_\_ Player's Gender M  F  Date of Purchase \_\_\_\_\_

Preferred Games: Check all that apply

Action  Adventure  Role-Playing  Sports  Driving/Racing

Which game systems are in your home?

PlayStation® game console  PlayStation®2 computer entertainment system  
 Game Boy® Color  Game Boy® Advance  Sega Dreamcast™  Nintendo® 64

How many games do you own?

PlayStation® game console \_\_\_\_ PlayStation®2 computer entertainment system \_\_\_\_

Game Boy® Color \_\_\_\_ Game Boy® Advance \_\_\_\_

Sega Dreamcast™ \_\_\_\_ Nintendo® 64 game console \_\_\_\_

Where did you hear about Spider-Man® for Sega Dreamcast™?

Rental  Store Shelf  Friend  Magazine Ad  
 TV  Game Review  Demo  Internet  Web Site



Only  
into  
spec  
exit  
filled out so we can  
al skateboard!

CO:  
Spic  
fam  
kno  
sup  
diff  
cert  
suit:  Fighting  
the  
mus  
thei game console

## VIE

See  
Sele  
be p

PC: 0-47875-80155-4

5.

## CHEATS

Input any game cheats that have been discovered here. Enter the cheat code using the **Directional Buttons** to select letters. Select **Space** and press the **A Button** if the cheat code contains a blank space in it. Select **Backspace** and then press the **A Button** to correct errors. When you're finished inputting the code, use the **Directional Buttons up/down** to select **Finish**. Press the **A Button** to confirm the code. The **B Button** can be pressed at any time to exit.

## LEVEL SELECT

Select which unlocked level to play in the game. Scroll through and highlight available levels by using the **Directional Buttons up/down**. Confirm your choice by pressing the **A button**. The **B button** can be pressed at any time to exit.

## GALLERY

### CHARACTER VIEWER

The character viewer will let you become more acquainted with the people in Spider-Man's world. Included with each character is a short biography and narrative, as well as when he, she, or it first appeared in comic books. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.



As you progress through the game, more and more characters will become available for viewing. To operate the Character Viewer, use the **Directional Buttons up/down** to scroll through your available choices, then press the **A Button** to select. Using the **Directional Buttons left/ right** will allow you to rotate the image of your selected character 360 degrees. Pressing the **Right Trigger** and **Left Trigger** respectively will allow you to zoom in or out on the character you have selected.

Press the **B Button** to exit the Character Viewer.

## MOVIE VIEWER

This feature will allow you to view any of the movies that you have unlocked during the course of gameplay. As you progress through the game, more movies will become available for viewing. Use the **Directional Buttons up/down** to scroll through your available choices, then press the **A Button** to select. Any listing that contains a question mark (?) is unavailable until unlocked from within the Game.

Press the **B Button** to exit the Movie Viewer.

## COMIC COLLECTION

Hidden throughout the game are a number of icons that resemble comic books. These icons can be in plain view, or they may require a bit of exploration to uncover. Once collected, the icon will unlock a real Spider-Man comic cover. These comics detail historic events in Spider-History,



including a brief synopsis pointing out the highlights of that particular issue. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.

Press the **B Button** to exit the Comic Collection.



## GAME COVERS

As the story unfolds, each chapter will be prefaced with its own comic book cover. Use the **Directional Buttons up/down/left/right** to highlight a cover once it's unlocked. View the highlighted cover by pressing the **A Button**. To go back, press the **B Button**. Any listing that contains a question mark (?) is unavailable until unlocked from within the game.

Press the **B Button** to exit Game Covers.

## STORYBOARDS

Storyboards allows you to view the original design art that served as the backbone, or template, for all of the movies in the game. The storyboards will unlock once the game is completed.

Use the **Directional Buttons up/down** to highlight the storyboard to be viewed. Press the **A Button** to view that storyboard. In order to progress through the storyboards, use the **Directional Buttons left/right**.

Press the **B Button** to exit Storyboards.



## THE STORY THUS FAR...

"Last time I checked, I was Spider-Man.

So there I was, attending a lecture at the Science Expo given by the now-reformed Dr. Otto Octavius (better known as Doctor Octopus). Just as Octavius finished lecturing on his latest technological innovation, the entire auditorium was thrown into chaos.

Somebody dressed to look like Spider-Man took out the security guards and stole Octavius' new piece of technology. As if that wasn't bad enough, I bumped into Eddie Brock during all the commotion. Since Brock is the human half of the symbiotic pair known as Venom, I'm thinking his presence at the Science Expo can only mean more trouble.

Isn't that just my luck? Octavius' technology has been stolen, and the police and everyone else in New York City think it was me that took it. But there has to be more to this than meets the eye. Why would someone want to steal Octavius' technology and pin the theft on Spider-Man?

Well, I know one thing for sure: New York City is only big enough for one Spider-Man. And that's me."

Peter Parker  
New York City  
Yesterday...

## OUR HERO

### SPIDER-MAN

**Name:** Peter Parker

**Age:** Early to Mid-twenties

**Identity:** Secret

**First Appearance:** Amazing Fantasy #15  
(Aug. 1962)

**Relatives:** Mary Jane Watson-Parker (Wife),  
Mary & Richard Parker (Parents—Deceased), Benjamin Parker  
(Uncle—Deceased), May Parker (Aunt), Anna Watson (Aunt)

**Affiliates:** Avengers

**Occupation:** Scientist, and Photographer at the Daily Bugle

**Friends:** Harry Osborn (Deceased), Gwen Stacy (Deceased), Flash  
Thompson, Johnny Storm (Human Torch), Matt Murdock (Daredevil),  
Liz Allen Osborn, Betty Brant, Joseph "Robbie" Robertson

**Enemies:** Green Goblin, Doctor Octopus, Venom, Carnage, Electro,  
Vulture, Sandman, Lizard, Mysterio, Kingpin, Chameleon, Kraven,  
Scorpion, and many others!

**Height:** 5' 10"

**Weight:** 165 lbs.

**Eyes:** Hazel

**Hair:** Brown



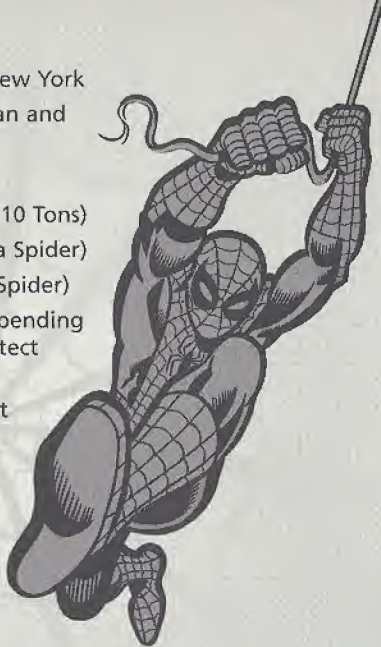
**Place Of Birth:** Forest Hills, Queens New York

**Usual Place Of Operations:** Manhattan and all of New York.

### POWERS

- Super-Human Strength (Class 10 = 10 Tons)
- Super-Human Reflexes (Similar to a Spider)
- Super-Human Agility (Similar to a Spider)
- "Spider-Sense" that warns him of pending danger and gives him ability to detect signals from his Spider-Tracers
- Ability to adhere to walls and most other surfaces with his extremities

**Other Abilities:** Peter Parker is a gifted and inventive person who, even if he wasn't bitten by that radioactive spider years ago, would have made a great contribution to society as a scientist.



## GAMEPLAY TIPS

- If you press jump while in mid swing, then re-engage your web swing, you can alter your course. This is called "Breaking, or Cutting Webbing."
- Use your Spider-Sense to fight multiple foes. The red arrows will point to where an enemy is located. Also, your Spider-Sense will point out the closest bad guys first.
- Sometimes Zip-Line webbing can be used to save yourself from falling. Make sure there is something above you to cling to first!
- Vary your attacks. Different enemies respond differently to attacks. Some have to be fought at a distance; others are not affected by impact webbing. Learn how to fight each enemy in a way that conserves both health and webbing.
- Use Web-Spikes to increase your punching power considerably.
- When facing multiple opponents, the Web-Dome is useful for both attack and defense.
- Don't forget that you're Spider-Man! Use ceilings and overhangs to approach the bad guys with stealth.
- Sometimes it's better to run than fight. Even super heroes know when a fight can't be won. Use discretion when confronted with some enemies.

- Use the environment to your advantage. Grab your enemies and send them flying. This is especially useful in the furnace room.
- Spidey may be a superhero, but he doesn't like water. Avoid swimming at all costs!
- Use combinations of punch, kick, and webbing to get more effective attacks.
- Remember, many objects in your environment can be picked up and thrown by Spider-Man.
- Remember to explore your environment; you never know what you might find behind a door or under some furniture.



## CREDITS

**DREAMCAST VERSION**  
DEVELOPED BY  
Treyarch

**LEAD PROGRAMMER**  
Sriní 'Aouie' Lakshmanan

**ART DIRECTOR**  
Christian Basic

**PROGRAMMERS**  
Andy Chien  
Jason Bryant  
Biran Lawson

**ARTISTS**  
Paul Whitehead  
Miranda Collins  
Michael McMahan  
Arnold Agraviador

**ADDITIONAL SOUND**  
Sergio Bustamante II

**ASSISTANT PRODUCER**  
Jonathan Zamkoff

**EXECUTIVE PRODUCER**  
Gregory John

**QUALITY ASSURANCE**  
Alan Barasch  
Robert Sanchez

**SPECIAL THANKS TO**  
Don Likeness  
Dr. Peter T. Akemann  
Eric Steinmann  
Christopher A. Busse  
Nick Doran  
Chris Soares  
James Fristrom  
Doris Argoud  
Nigel Mills  
Kevin Tomatani  
Rose Villasenor

**CHEERS TO**  
Stan Lee  
Steve Ditko  
Jeff Emery  
Mom and Dad  
Second Foundation Comics Store

**ORIGINAL VERSION**  
DEVELOPED BY  
Neversoft  
Entertainment

**Lead Designer**  
Chad Findley

**Lead Programmer**  
Dave Cowling

**Lead Artist**  
Chris Ward

**Executive Producer**  
Joel Jewett

**Character Models  
and Animation**  
Peter Day

**Production Director**  
Jason Uyeda

**Programming**  
Kendall Harrison  
Matt Duncan

**Level Designers**  
Alan Flores  
Brian Jennings

**Level Artists**  
Chris Glenn  
Aaron Skillman  
Edwin Fong

**Character Art**  
Mark L. Scott

**Producer**  
Kevin Mulhall

**Associate Producer**  
Jeremy Andersen

**Intro and Finale  
Movie Animation**  
Peter Day

**Game Comic Covers**  
Christian Gossett  
Snakebite

**Art Assistance**  
Johnny Ow  
Jeremy Pardon

**Technical Assistance**  
Mick West  
Jason Keeney

**Human Resources**  
Sandy Jewett  
Lisa Davies

**Dog**  
Logan

**PUBLISHED BY**  
Activision Inc.

**Producer**  
Matt Powers

**Senior Producer**  
Marc Turndorf

**Production Coordinator**  
Jay Gordon

**Art Director**  
David Dalzell

*Vice President, North American Studios*  
Murali Tegulapalle

*Executive Vice President, World Wide Studios*  
Larry Goldberg

*Vice President, Global Brand Management*  
Tricia Bertero

*Director, Global Brand Management*  
Melissa Chapman

*Brand Manager*  
Nita Patel

*Senior Publicists*  
Ryh-Ming C. Poon  
Lisa Fields

*Legal*  
Michael Hand

*QA Console Manager*  
Joe Favazza

*QA Senior Project Lead*  
Kragen Lum

*QA Lead*  
Jason "Dark Fox" Potter

*QA Floor Lead*  
Bruce Campbell

*Testers*  
Trey Smith  
Jared Kitchens  
John Rosser  
Alex Coleman

*Customer Support Manager*  
Bob McPherson

*Customer Support Leads*  
Rob Lim  
Gary Bolduc  
Mike Hill

**CREATIVE SERVICES**  
*VP, Creative Services*  
Denise Walsh

*Mgr, Creative Services*  
Jill Barry

*Packaging Design*  
IGNITED MINDS, LLC

*For Marvel Comics*  
Chris Dickey  
Nancy Anne Volpe  
Andrew Liebowitz

**AUDIO**  
TOMMY TALLARICO  
STUDIOS INC.

*Sound Design*  
Joey Kuras

*Music*  
Tommy Tallarico  
Howard Ulyate

*Spider-Man Theme Song*  
Remixed by Apollo Four Forty

Written by: Robert J Harris/  
Paul Webster

Published by: Hillcrest Music  
Corporation (ASCAP)/  
Webster Music Co.(ASCAP)

Additional musical elements for  
the remix by Apollo Four Forty:  
Trevor Gray, Noko, Ian Hoxley and  
Howard Gray

Published by Universal - Songs of  
PolyGram International, Inc (BMI)/  
Reverb America Music (BMI)

Produced by @440 at Apollo  
Control

Representation by XL Talent  
Partnership

*Music Supervision*  
SonicFusion, Inc.

**VOICE ACTING CAST**  
Rino Romano . . . . .Spider-Man  
Bank Thug 1

Efrem Zimbalist Jr.  
. . . . .Doctor Octopus  
Jennifer Hale . . . . .Black Cat  
Mary Jane

Dee Bradley Baker . . . . .Carnage  
Rhino  
J Jonah Jameson

Daredevil  
The Lizard  
Daran Norris . . . . .Venom  
Mysterio

Scorpion  
Punisher  
Johnny Storm

Captain America  
Chad Findley . . . . .Bank Thug 2  
Eagle-One Pilot

Security Guard  
Christopher Corey Smith  
. . . . .Hostage

Police Pilot  
Sniper  
Microchip

Stan Lee . . . . .HIMSELF

*Special Thanks to:*  
Connor Jewett  
**VOICE CASTING**  
Brigitte Burdine  
Sandy Jewett

**STUDIO RECORDING**  
California Digital Post

*Studio President*  
Del Casher

*Studio Engineer*  
John Brady

*Studio Assistants*  
Eric Clopein  
Kris Hanson  
Scott Rusch

**MOVIE ANIMATION**  
Creat Studio

*Producer - USA*  
Daniel Prouslime

*Production Director*  
Natasha Kholiavko

*Project Supervisor*  
Andrei Kravchuk

*Animation Director*  
Sergei Boginsky

*Character Animators*  
Alexander Miala  
Irina Nikiforova  
Anna Zibrova

Denis Davidov  
Vasiliy Bohdanov  
Elena Alekseeva  
Pavel Golubev  
Roman Bermas  
Nataliya Dobrovol'skaya

*Additional Movie Production*  
Super78

*Creative Director*  
Brent Young

*Executive Producer*  
Dina Benadon

*Animation Director*  
Steve Ziolkowski

*Producer*  
Siouxie Alarcon

*CG Artist*  
Vinny Dellay

*Additional Movie Direction*  
Larry Paolicelli

*Neversoft Thanks*  
Jamie Briant  
Mark Burton  
Aaron Cammarata  
Ralph D'Amato  
Steve Ganem

Noel Hines  
Gary Jesdanun  
Ryan McMahon

Nolan Nelson  
Scott Pease  
Silvio Porretta

Chris Rausch  
Junki Saita  
Darren Thorne  
and You!

*Activision Thanks*  
Mom  
Dad

Todd Jefferson  
James Mayeda  
Bobby Kotick

Brian Kelly  
Lori Lahman  
Brian Bright

Nicholas Favazza  
Nathan Lum  
George Rose

Michelle Corrigan  
Anjie MacDonald  
Julie Thompson  
Jennifer Stornetta  
Stacey Drellishak  
Chris Archer  
Brian Hawkins  
Julie Roether  
Jim Summers  
Jason Wong  
Trey Watkins  
Serene Chan  
Indra Gunawan

Greg and Fiona Rubel  
Ryan Sinnock  
Tanya Langston  
Mitch Lasky  
Mark Lamia  
Stacey Ytuarte-Bush  
Dave and Michelle Popowitz  
Bryant Bustamante  
Adam Goldberg  
Dave Stohl  
Brian Clarke  
Gene Bahng  
Dan Atkins  
Jay Halderman  
Nicole Willick  
Marilena Morini  
Talmadge Morning  
Mystee D. Yiffer

Gary Bolduc  
Alexander Watkins  
Geoff Olsen  
Robert Nail  
Casey Smith  
Eddie Farias  
Shelley Oberlin  
Maggie

UNTIL NEXT TIME  
TRUE BELIEVERS!

THE END ?!?

## CUSTOMER SUPPORT

You must be at least the age of 13 years old in order for us to assist you when contacting Customer Support.

**NOTE:** Please do not contact Customer Support for hints/codes/cheats; only technical issues.

**Internet:** <http://www.activision.com/support>

Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

**E-Mail:** [support@activision.com](mailto:support@activision.com)

A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

**NOTE:** Internet/e-mail support is handled in English only.

**Phone:** (310) 255-2050

You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

**Please do not send any game returns directly to Activision.** It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

## SOFTWARE LICENSE AGREEMENT

**IMPORTANT - READ CAREFULLY:** USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activision grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Disney/Pixar and Activision. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and such licensors may protect their rights in the event of any violation of this Agreement.

### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activision may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activision warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activision retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.



EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include:

(1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order payable to Activision for \$15 U.S. currency per replacement. Note: Certified mail recommended.

**In the U.S. send to:** Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. DISNEY/PIXAR AND ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn. Business and Legal Affairs, [legal@activision.com](mailto:legal@activision.com).

#### ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772

Sega is registered in the US Patent and Trademark Office. Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Corporation. All Rights Reserved. Made and printed in the USA. WARNING: Operates only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other televisions or Sega Dreamcast systems. Product covered under one or more of the following U.S. Patents: 5,460,274; 5,525,770; 5,627,895; 5,688,173; 4,442,486; 4,454,584; 4,482,076; Re. 35,839; Japanese Patent No.2870538. (Patents pending in U.S. and other countries); Canada Patent No. 1,183,276. The ratings icon is a trademark of the Interactive Digital Software Association. Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120.

**SEGA**<sup>®</sup>

